

Gameplay Summary

Activation Procedure
First player chooses model to activate for the turn
Get "Free Activation" for 1 action OR Activation Roll: roll 2 or 3 dice, each die \geq Q is a success
Each success = 1 action (move, attack, etc.), then the player chooses the next model to activate - models activate only once per turn --- Two failures -> turn switches to other player
1 always fails. 6 always succeeds. Same for Quality Checks
A "Game Turn" ends when both players finish their turn.
Wild Creatures take their free actions after each Game Turn.

Activation Roll Results	
Roll result	Possible actions
1 success, 1 failure	1 action, then player nominates another figure to activate
1 success, 2 failures	1 action, then play passes to the opponent
2 or 3 failures	No actions, play passes to the opponent
2 successes	2 actions, then player nominates another figure to activate
2 successes, 1 failure	2 actions, then player nominates another figure to activate
3 successes	3 actions, after that the player nominates another figure to activate
3 successes & two or more 6's	Action Hero - model gets 4 actions.

Activities	
Action	Cost
Move once (walk, cruise, ooze)	1 action
Move twice (swim, jet burst)	2 actions
Move three times (fast swim)	3 actions
Physical Activity	1 action
<i>Short Move</i> model in Difficult Terrain	2 actions
Change depth (per depth level)	1 action
Attack in hand-to-hand combat	1 action
Mighty Blow in hand-to-hand combat - Defender gets -1 CS for 2 actions, -2 CS for 3 actions.	2 or 3 actions
Shoot a ranged weapon	1 action
Aimed Shot with ranged weapon Defender gets -1 CS for 2 actions, -2 CS for 3 actions.	2 or 3 actions
Reload a ranged weapon	1 action
Aim and fire ancient scenic weapon	2 actions

Heal injured ally	1 action
Use or pick up an item	1 action
Recover after being <i>fallen</i> or <i>Transfixed</i>	1 or 2 actions
Charge into combat & attack	2 actions
Step & Attack or Step & Shoot	1 action
Cast a magical spell	Spellcasting Roll
Learn to use ancient artifact	Quality Check
Resist poison	Resistance Check
Resist Psychic Spell	Will Check

Checks	
Check	Rules
Quality	Activate and use 1 action: roll 3 dice, each die \geq Q is a success 2+ successes = complete check, 3 failures = mishap
Resistance	No action needed. roll 3 dice, each die \geq 5 is a success. Add bonus from lowest Armor Value and creature size (e.g. <i>Big</i> +1, <i>Huge</i> +3). 2+ successes = resist
Will	No action needed. roll 3 dice, each die \geq Q is a success; add bonus from abilities to roll. 2+ successes = safety
Strength	Activate and use 1 action. roll 3 dice, each die \geq 5 is a success. Add bonus from creature size and abilities (e.g. <i>Big</i> +1, <i>Huge</i> +3). 2+ successes = complete check
note: game cards have bonuses for Res, Will and Str included	

Physical Activity Procedure
Activate model first - Physical Activities take 1 action
Drag, Force, Break = Strength Check
Fast Dive/Ascend = Resistance Check (action used in move)
1 successes = finish next turn 3 failures = no more tries
Modifiers based on special abilities and scenic objects

Physical Activities	
Ability	Activity Modifiers
Force/ Drag/ Break STR	Force/Drag/Break Objects by Type: soft coral, ancient treasure artifact (0) coral, corroded wreck hull and doors (-1) stone ruins, wall, statue, pillar (-2) new ship hull and doors (-4) Force Creatures of Size: Normal (0) Big (-1) Huge (-3)
Fast Dive/ Ascend RES	Move 2 Depth Levels (-1), each additional Depth Level (-1) <i>Power Dive</i> (auto success) <i>Air Breather</i> (-1), <i>Pressurized</i> (+2) <i>Benthic</i> (-1) <i>Resilient</i> (+1)

Combat Procedure
Both Players models roll 1 die + C + weapon + modifiers. The “attacker” initiates combat but the “defender” must roll also.
Winning Combat Difference (WCD) = difference between the winning (higher) and losing (lower) combat rolls.
In H2H combat, either model may win and cause damage but the defender may only cause damage (the “counterattack”) if it is facing the attacker and not <i>transfixed</i> or <i>entangled</i> . In Ranged Combat, only the attacker may cause damage if it wins the roll.
Damage
Tie -> no effect unless defender AV 0, then -> 1 wound + Fallen
WCD < enemy AV -> Recoil + Advantage
WCD ≥ enemy AV -> 1 wound + Fallen
& Double enemy = 2 wounds + Fallen
& Triple = 3 wounds + Fallen
All wound boxes filled = Death
More wounds than boxes = Gruesome Death or Destroyed (Artificial)

Hand-to-hand Combat Modifiers	
Combat situation	Modifier
Attacking a <i>transfixed</i> or <i>fallen</i> foe	+2 to attacker’s CS
Mighty Attack (2 or 3 actions)	Defender gets -1 CS for 2 actions, -2 CS for 3 actions. <i>Great Weapon</i> gives extra -1 CS. <i>Powerful</i> attacking models get +1 to their CS.
Targeted Blow (2 or 3 actions) Used when targeting subsystems	2 actions (+1 to attacker), 3 actions (+2 to attacker).
Ambush bonus	+1 to attacker
Charge (1 move + attack) or Rush (2 move + attack)	+1 to attacker / +2 to attacker
Coordinated attack	-1 to defender’s Combat Score per attacker above the first, up to -5 (6 attackers)
Defend obstacle or fight in elevated position	+1 to combatant on higher ground or obstacle
Flanked or surrounded by enemy	-1 to defender’s Combat Score for two attackers, -2 for more
Partial and Complete Cover	No attack vs model in complete cover. Partial cover = ignore recoil from model outside cover
Rear attack	+1 to attacker’s Combat Score - no counter attack
<i>Big</i> or <i>Huge</i> model against a smaller model	+1 to bigger model
<i>Mounted</i> model attacking smaller model	+1 to mounted attacker

Ranged Combat Modifiers	
Target in Partial Cover	-1 to shooter
Long Shot 2x / 3x range	-2 / -4 to shooter
Rear Attack or Ambush	+1 to shooter
Target <i>fallen</i> or <i>dazed</i>	No bonus
Target <i>transfixed</i>	+2 to shooter
Shoot from one or more Depth Levels above or below	+1 to shooter
Aimed Shot: (2 or 3 actions)	Defender gets -1 CS for 2 actions, -2 CS for 3 actions. Long Shots are 3x / 4x for penalty of -2 / -4
Targeted Shot (2 or 3 actions) Used when targeting subsystems	2 actions (+1 to attacker), 3 actions (+2 to attacker)
Target is <i>Big</i> or <i>Huge</i>	+1 to shooter
<i>Evasive</i> or <i>Energy Shield</i>	-2 to shooter

Subsystems Targeting Modifiers	
Hit location	Modifier
Body	Standard attack. Mark one wound box to Body and make model <i>fallen</i> . Normal wound results. <i>all wounds filled</i> -> dead <i>Double or triple causing more wounds taken than available boxes</i> -> gruesome death!
Head / Controls <i>Head is for living models and Controls for Artificial models</i>	-4 to attacker’s Combat Score. Mark one wound box to Head <u>and</u> Body and make model <i>fallen</i> . <i>1/2 of wounds filled (round up)</i> -> -> model cannot counter-attack in hand-to-hand combat or take Evasive Action. <i>all wounds filled</i> -> gruesome death! (Artificial models destroyed)
Locomotion <i>Anything used to move the model (fish tail, jet propulsion system, legs, etc.) without vital organs or components.</i>	-2 to attacker’s Combat Score. Mark one wound box to Locomotion <u>and</u> Body and make model <i>fallen</i> . <i>1/2 of wounds filled (round up)</i> -> model has movement reduced by one level. (i.e. Medium -> Short) <i>all wounds filled</i> -> immobilized until healed or repaired. Same rules as <i>transfixed</i> (page 2) - no movement or attacks but model can defend itself. Once all wounds are filled for Locomotion all subsequent wounds are to the Body
Weapon <i>For each weapon in model profile (all weapons have AV2)</i>	-2 to attacker’s Combat Score. Mark one wound box to the targeted Weapon. <i>1 wound filled</i> -> weapon is damaged and cannot be used until repaired or healed (if natural) <i>all wounds filled</i> -> weapon destroyed.

DeepWars 2.5 Gameplay Summary

Morale Check	
Combat situation	Morale Check
<i>Gruesome kill</i>	All allies of victim within Long distance in line of sight check morale
<i>Terror</i> special ability	Defender checks morale
Warband <i>Leader</i> killed	Warband checks morale
Half of warband killed if starting with 5 or more models	Warband checks morale
Hallucination Spell	Target checks morale

Morale Check Procedure
Roll with 3 dice vs. Quality 2-3 successes = model stays
2 failures = 1 fleeing move
3 failures = 2 fleeing moves
A fleeing model must move towards the closest map edge while staying at least one Short move away from any enemy

Spellcasting Procedure
Declare Spellcasting Roll - this is to account for spell mishap Roll 1,2 or 3 dice, each die $\geq Q$ is a success
Each success = 1 power point Amplify by saving points from one turn and rolling again the next turn. If not enough power points for declared spell, caster can use them for other spells.
Power points can be used for movement or Physical Activities instead of spells, mixing actions together, but not attacks.
2 failures transfers play to opponent (if the model gets 1 success, use the 1 power point first, then transfer play)
3 failures causes mishap - effect varies by spell
Spell Attack Score = power points + spell type modifiers
Psychic spell Quality Check to resist (success = spell power)
Spell range depends on spell power.
Duration for Conjuraction Spells in Game Turns (GT)

Technology Use Procedure
Tech items salvaged or discovered in scenario item complexity level (CL) from 1 to 3 models with <i>Ether Tech</i> or <i>Scientists</i> level equal to or higher than item CL can use the item.
Any model can salvage items from dead models with 2 actions. Treasure items may be picked up with 1 action and may be found to be ancient artifacts (CL 3 tech items). All salvaged or discovered tech items need to be switched on (see below).
Roll Quality Check with # successes = CL to switch on a newly found or salvaged tech item and learn to use it. 3 failures damages item needs repair Quality Check vs CL to fix the item.
A Scientist may attempt to switch on items with CL higher than their <i>Scientist</i> ability. They get -2 to their Quality Check roll for each item CL point higher than their ability. They can then use the item with no penalty.

Upgrading Construct Procedure
Upgrade with tech weapon created by <i>Scientist</i> .
Requires <i>Scientist</i> , <i>Animist</i> (mechanical constructs) or <i>Re-animator</i> (living constructs) and up to 2 <i>Assistants</i> .
Between scenarios - roll Quality Check vs weapon CL
2 or more successes = fitted weapon 3 failures = weapon damaged - can try again after next scenario.

Tech Item Upgrades	
VP cost	Upgrade Type
5	Amplifier - hand-to-hand tech weapon (CL 1 or higher) gets +1 to Combat Score.
5	Armor Piercing - projectile or energy weapon with <i>Armor Break</i> increased by 1.
5	Auto Reloader - weapon's reload actions reduced by one.
5	Enhanced Targeting - ranged projectile or energy weapon gains a bonus of +1 to attack.
5	Range Extender - projectile or energy weapon's range penalty is reduced by one to -1 for double range and -3 for triple range.
5	Reliable - tech weapon malfunctions less frequently. After rolling a 1, roll <u>two</u> dice and if both are 1's, the item malfunctions.
5	Ruggedize - tech item is made tougher and is not damaged when a model is killed by energy or blast attacks and only damaged with a <i>gruesome kill</i> .
10	Reinforce Armor - armor is reinforced by 1 point in all sections for one model. Going to 4 or more points in any section gives the <i>Sluggish</i> effect.
10	Powerful Blast - explosives used in weapons with <i>Blast</i> effects get +1 to <i>Armor Break</i> and <i>Breach</i> and +1 to Combat Scores.
10	Simplify - these items have their CL level reduced by 1 when used by a model with <i>Ether Tech</i> , <i>Scientist</i> , <i>Engineer</i> or other tech-focused abilities.
15	Instruction Manual - Any model with <i>Ether Tech (1)</i> can use. The manual allows a warband to equip a model with low-tech training with hi-tech items during a Campaign (between battles only).
4	Battle Master - gain +1 to all Combat Scores for the entire battle or <i>Critical Hit</i> or <i>Deadeye</i> once per battle.
4	Magic Scholar - a spellcaster gains the ability to cast from one additional magical discipline.
4	Doctor of Science - a <i>Scientist</i> gains an additional level (i.e. <i>Scientist (2)</i> goes to <i>3</i>). Or learn one point of <i>Bio-Weapon</i> ability.

Scenario Archetypes	
roll	Scenario Type note: dead models that are healed do not count as killed for VP
1	Skirmish - seafloor with 5 Scenic Features or the open ocean with 4 Wild Sea Creatures. <i>Victory conditions:</i> 1 VP per killed or fleeing troop model 2 VP per killed or fleeing personality model 3 VP per killed or fleeing Leader, Hero or Sea Shaman +5 VP for the "Last Warband Standing" (most models remaining)
2	Conquer - Place 1 one Scenic Artifact Objective in the center of the map. There should also be 4 Scenic Features not closer than one Long stick to the objective <i>Victory conditions :</i> 1 VP per killed or fleeing enemy model 1 VP for each troop in the objective zone at the end of each Game Turn 2 VP for each personality in the objective zone at the end of each Game Turn
3	Breach - Structure in center of map with both warbands outside. Place 4 Scenic Features and 3 Treasure Tokens (Roll on Treasure Artifact Table after spending 1 action to pick it up). <i>Victory conditions:</i> 3 VP for the warband breaching the structure first 1 VP per model entering the structure (1 VP per model only) 1 VP per killed or fleeing enemy model 1 VP for each Golden Treasure held at the end of the battle 2 VP for each Ether Crystal held at the end of the battle 4 VP for each Ancient Artifact held at the end of the battle
4	Salvage - Defender places 6 Scenic Features, attacker places 6 Treasure Artifact tokens (1 action to pick it up). <i>Victory conditions:</i> 1 VP per killed or fleeing enemy model 1 VP for each Golden Treasure held at the end of the battle 2 VP for each Ether Crystal held at the end of the battle 4 VP for each Ancient Artifact held at the end of the battle +5 VP for the side with the most VP from Golden Treasures, Ether Crystals and Ancient Artifacts held at the end of the battle.
5	Survival - four Scenic Terrain features, two Deadly Terrain and four Wild Sea Creatures (only predators) of any point value. <i>Victory conditions:</i> 1 VP for each model within the control zone at the end of each Game Turn 2 VP per Wild Sea Creatures made to flee, be charmed or killed
6	Capture - Defender places two Scenic Artifacts on opposite side of map in defended area with one Scenic Weapon. Also add four Scenic Features. Each force tries to capture other force's Scenic Artifact or disable. <i>Victory conditions:</i> 1 VP per killed or fleeing enemy model 10 VP for capturing the enemy objective's power core and bringing it back to Home Base 2 VP for destroying the enemy's objective 1 VP for each model in control of the enemy's objective at the end of each Game Turn

Treasure Artifact Table	
Roll	Treasure Type
1	Corroded Junk (0 VP)
2-3	Golden Treasure (1 VP)
4-5	Ether Crystals (2 VP)
6	Ancient Artifact (4 VP) - Roll two dice and consult Artifact Table on the next page

Special Operations
Each player may choose Special Operations for a scenario (not required)
Step 1. Roll for 3 Combat and 3 Adventure Operations to make the Mission Pool. Make two rolls of one die each and consult tables.
Step 2. Each player picks 2 operations from the Mission Pool. Players may have the same Mission Operations.

Combat Operations (roll two dice separately 1-2 = 1, 3-4 = 2, 5-6 = 3)		
Roll 1	Roll 2	Combat Missions
1	1	Headhunter - Gain +2 VP for recording a Kill or Gruesome Kill from a Headshot
1	2	Hit Squad: Gain +2 VP for killing a <i>Leader, Hero, Deep Caller, Animist, Biomancer or Re-animator</i>
1	3	Terminator: Gain +2 VP for destroying an <i>Artificial</i> enemy model.
2	1	Master Warrior - Gain +2 VP for killing an enemy using a 3-action Mighty Attack or Aimed Shot.
2	2	Battle Sorcerer - Gain +2 VP for killing or controlling an enemy to kill using a magic spell
2	3	Trophy Hunter - Gain +2 VP for killing one or more <i>Warbeasts</i> or summoned <i>Animals</i>
3	1	Pacifist - Gain +2 VP for only immobilizing, entangling or transfixing enemy models - no killing
3	2	Supercharger: Gain +2 VP for amplifying a spell
3	3	Intimidator (CL 3): Gain +2 VP for causing a model to lose morale and flee the map

Adventure Operations (roll two dice separately 1-2 = 1, 3-4 = 2, 5-6 = 3)		
Roll 1	Roll 2	Exploration Missions
1	1	Gold Rush - Gain +2 VP for discovering a valuable treasure item within Scenic or Deadly Terrain
1	2	Demolitionist - Gain +2 VP for destroying a Scenic Artifact or Scenic Weapon with explosives
1	3	Dive Master - Gain +2 VP for changing three depth levels twice without injury (no <i>Power Dive</i>)
2	1	Beast Whisperer - Gain +2 VP for charming a Wild Sea Creature
2	2	Nine Lives - Gain +2 VP for dying and being brought back to life by a <i>Healer</i> (living models only)
2	3	Trailblazer - Gain +2 VP for touching three different areas of Scenic Terrain
3	1	Tempting Fate - Gain +2 VP for entering Deadly Terrain and surviving
3	2	Grave Robber - Gain +2 VP for stealing a treasure item from a dead enemy model
3	3	Scientific Progress - Gain +2 VP for activating an Ancient Artifact, Scenic Artifact or Scenic Weapon

DeepWars 2.5 Gameplay Summary

Artifact Table (roll two dice separately 1-2 = 1, 3-4 = 2, 5-6 = 3)		
Roll 1	Roll 2	Treasure Type
1	1	Portable Shield Generator (CL 3) - Small devices of gold that create a spherical shield of ethereal energy that gives +3 to CS against ranged energy attacks and spells.
1	2	Planar Eye (CL 3): Appearing like a crystal visor, this item generates a small bubble in between dimensions that allows the wearer to attack models using the <i>Dimension Shift</i> ability or spells or items with similar effects, as per <i>Ethereal Attack</i> .
1	3	Acoustic Map (CL 3): This hand-held device sends out sound waves and detects the return signal, creating a holographic map that detects all models with <i>Camouflage</i> , <i>Stealth</i> , and with <i>Natural</i> armor and allows movement in darkness without a light source.
2	1	Soul Accelerator (CL 3) - This golden armband uses ether fields to accelerate nerve function, adding one extra movement stick to an activated model's move. The item is dangerous though. When rolling a 1 in activation, roll again. On another 1 the user is <i>transfixed</i> .
2	2	Golden Trident (CL 3) - An ornate trident generates ether field pulses that attract sea life. Using this item takes one action and summons up to 100 points of predatory wild sea creatures once per battle. These creatures can be controlled by a <i>Sea Shaman</i> or <i>Deep Caller</i> , otherwise they follow the rules for Wild Sea Creatures and will hunt the model with the lowest point value.
2	3	Time Loop Generator (CL 3) - These rare devices are able make a time loop that reverses the previous few moments, giving +1 to activation rolls. Once per game it allows the user to re-roll one bad roll. The new results are final though.
3	1	Quantum Entangler (CL 3): A handheld device of gold and crystal, this powerful artifact matches vibrational frequencies between a model and an <i>Artificial Construct</i> . It allows an <i>Animist</i> , <i>Re-animator</i> or <i>Biomancer</i> to command its creation anywhere on the map with the standard bonus of +1 to the construct's activation rolls.
3	2	Portable Portal (CL 3): This star-shaped device is used to create a dimensional Portal by spending one or more actions. One action makes a medium-sized portal, two makes a big portal and three makes a huge portal. The entrance is one Short stick from the user. The exit is anywhere on the map within the user's field of view. Models that fit into the entrance can enter the portal with one action, emerging adjacent to the portal exit. One portal can be made on the map at a time, and it stays until a new portal is created.
3	3	Psychic Crusher (CL 3): The wearer of this golden crown emits psychic energy against all enemies within one Long stick, giving them -1 to activation and Quality Checks . The crown can fit atop a dive helmet.

Scenic Artifact Objectives (roll one die)	
Roll	Treasure Type
1	Hydrothermal Power plant (CL 3) - This artifact generates power from hydrothermal energy and creates a massive ethereal energy field of Medium radius. All ranged energy weapons and Elemental attack spells fired from within this field get +2 to their Combat Score. If artifact is attacked: <i>CS 5 AV 2 Wounds 3</i>
2	Deflector Field Generator (CL 3) - This device creates a ethereal deflector field with a Medium radius. Models in the field receives a +2 bonus to their CS against ranged attacks and Elemental Attack spells from outside the shield. If artifact is attacked: <i>CS 5 AV 2 Wounds 3 (it is defended by the field)</i>

3	Statue of Elder God - This diabolical statue made from meteorite stone causes extreme mental anguish to those that view it. Morale Checks are at -1 for all models facing the statue within one Long stick (measure from its center). If artifact is attacked: <i>CS 7 AV 3 Wounds 5</i>
4	Chamber of Lost Souls - This crystal chamber was used to summon an Elder Ethereal Gothagga (page 5) and trap it in the earthly dimension. The being sleeps but may wake if a model tries to control the artifact. If a model moves within one Medium stick of the chamber it is in the Gothagga's zone of consciousness; roll one die at the end of the Game Turn. On a 1, the Gothagga awakens and its tentacles writhe out of the Chamber to get a Free Hack with CS 8 and <i>Entangle</i> on any model in the zone. The tentacles cannot be destroyed, as more come through to replace them. If artifact is attacked: <i>CS 7 AV 2 Wounds 3</i> If the artifact is destroyed, the Gothagga is released and hunts down victims as a Wild Sea Creature.
5	Wheel of the Stars - This appears like a wheel of gold, carved with blasphemous images that resembled those on calendars from savage cities in the New World. Spellcasters within a Medium distance gain +2 on spellcasting rolls. If artifact is attacked: <i>CS 7 AV 3 Wounds 5</i>
6	Crumbling Dimensional Arch - This broken section of a dimension arch is part of a Dimensional Waypoint Station. It does not function fully but still creates a powerful dimensional field. Each turn a model is within one Medium distance, it must roll when activating. On a 1, the model is immediately transported two Long sticks forward in the direction it is facing. If obstructing scenery or another model is in that place, move the model adjacent to the obstruction. If artifact is attacked: <i>CS 5 AV 2 Wounds 3</i>

Scenic Weapon Objectives (roll one die)	
	Weapon Type
Roll	Note: Scenic weapons have no penalty for 2X range, -2 for 3X range and -4 for 4X range. They do Double Wounds (2 wounds for winning in combat and beating armor, 4 for a double and 6 for a triple). Any model with Shooter or Bombard may fire activated weapons. If deactivated, a Scientist may activate using the tech activation rules.
1	Lightning Blaster (CL 3) - The defensive weapon stores a tremendous charge for two turns when activated, then discharges when any model comes within a circle of two Long sticks, sending deadly electrical energy through the water, affecting the area up one Depth Level. All models within the area of effect must roll a Resistance Check at -2 with two successes or be <i>transfixed</i> and suffer 2 wounds . Models that roll three failures suffer 4 wounds and are also <i>transfixed</i> . The weapon continues to discharge each turn after it is charged up. If artifact is attacked it has: <i>CS 5 AV 2 Wounds 3</i>
2	Psychic Wall (CL 3) - This defensive weapon generates an intense ether field that causes disorientation and panic. Models entering the wall, stretching for three Long sticks and rising up three Depth Levels, must roll a Morale Check at -2 or turn and flee. It does not need to be fired, only activated once with two actions . If artifact is attacked: <i>CS 5 AV 2 Wounds 3</i>
3	Beam Cannon (CL 3) - This is a larger version of the Beam Cannon with a long crystal barrel surrounded by rings of ancient alloy and gold. It fires an intense beam of energy, created by a battery of crystals located at the base of the barrel. Weapon stats: <i>Energy (Long) +4, Armor Break (2). Precise. Refract</i> If artifact is attacked: <i>CS 5 AV 2 Wounds 3</i>
4	Hypercavitation Autocannon (CL 3) - This is a long-barrelled gun that has ethereal energy coursing around the barrel. It fires a magnetically charged slug at high speed, creating bubbles of boiling gas around it from unstable ether crystals along the outer edges of the slug to increase velocity and range. Weapon stats: <i>Projectile (Long) +4, Armor Break (4)</i> If artifact is attacked: <i>CS 5 AV 2 Wounds 3</i>
5	Death Ray (CL 3) - This device of gold and ancient alloy has concentric rings and spars that channel ethereal energy to create a deadly beam of particles that causes a target's brains to boil and run out from the ears. Weapon stats: <i>Energy (Medium) +3, Armor Break (4) Irradiate, Hazardous</i> If artifact is attacked: <i>CS 5 AV 2 Wounds 3</i>
6	Disintegrator Cannon (CL 3) - This fearsome weapon disrupts the ethereal energy bonding material particles together, turning targets to clouds of fine powder. Weapon stats: <i>Energy (Medium) +3, Armor Break (5) Disintegrate, Hazardous</i> If artifact is attacked: <i>CS 5 AV 2 Wounds 3</i>

DeepWars 2.5 Gameplay Summary

Survival Table - Roll Quality Check per dead model after end of Scenario	
Successes	Result
3	Model survives
2	Model at -1 to all Quality rolls for the next Scenario.
1	Model disabled. Roll 2 successes before next scenario to fight and gain Exp for the previous Scenario.
0	Model is dead.

Warband Advances
Each advance costs 10 Victory Points and can be bought only once. <u>Warband Advances can only be used once per Scenario.</u>
Efficient Warriors The warband works as a well-oiled machine, figuratively speaking, and get a +2 bonus to any one Combat die roll.
Courageous: The warband can re-roll one Morale Check roll. The player must re-roll all three dice and the result of the re-roll is final.
Dirty Tricks: The warband can negate the effects of one Special Ability of an enemy one time per battle.
Ethereal Reflection: A member of the warband can reflect a magic spells or energy weapon attack back at the caster or shooter. The attacker roll firsts as normal. When the defender uses the ability, the attacker must make another roll to defend against the reflected attack.
Retaining the Initiative: When a model in the warband rolls two failures while activating, play does not pass to the opponent. Player decides when to use this ability.
Mechanical Experts: This advance allows any member of the warband to repair a disabled tech device.
Experienced Divers: Warband can ignore the penalty of Difficult Terrain or Tactical Cover when moving through (reduced movement rate or penalty to Combat Score).
Strategic Bonus: This advance gives the warband +1 on the initial dice roll to determine which player is the defender and which is the attacker.
Theme Music: The warband has theme music that can be played once per battle. During the song, activation of up to three models is rolled at +1. Songs should be less than 10 minutes long.
Tough as Nails: Once per game the player can ignore a “kill” result rolled against a member of the warband. The model ignores a <i>kill</i> or a <i>gruesome kill</i> and is <i>fallen</i> instead.
Volley: The shooters in the warband get a bonus of +2 to a concentrated fire attack on one enemy.
Lucky: A model can re-roll one “Check” roll. The new result is final

Experience and Training - Models get 1 Exp for surviving a Scenario	
Exp	Personal Advance
1	Initiator - once per battle, gain +1 to activation roll.
2	Shot Focus - once per battle gain +2 to ranged attack.
2	Attack Focus - once per battle gain +2 to hand-to-hand combat.
2	Resistant - once per battle gain +2 to Resistance Check
2	Mental Fortitude - once per battle gain +2 to Will Check
2	Buff - once per battle gain +2 to Strength Check
2	Wizened - once per battle gain +2 to Quality Check
2	First Aid - gain the ability to help injured allies. <i>Fallen</i> or <i>dazed</i> or <i>transfixed</i> models are revived with two actions .
3	Technician - model with <i>Ether Tech</i> ability can repair other models' devices and gains +1 to rolls to learn new tech devices.
3	Ether Infused - gain +1 to Spellcasting Rolls for entire battle.
4	Veteran - gain +1 to all Check rolls for the entire battle
4	Battle Master - gain +1 to all Combat Scores for the entire battle or <i>Critical Hit</i> or <i>Deadeye</i> once per battle.
4	Magic Scholar - a spellcaster gains the ability to cast from one additional magical discipline.
4	Doctor of Science - a <i>Scientist</i> gains an additional level (i.e. <i>Scientist (2)</i> goes to <i>3</i>). Or learn one point of <i>Bio-Weapon</i>